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1 Security on the move: indirect authentication using Kerberos
Armando Fox, Steven D. Gribble
November 1996 **Proceedings of the 2nd annual international conference on Mobile computing and networking**
Full text available: pdf(1.34 MB) Additional Information: full citation, references, citings, index terms

2 The Starfire SMP interconnect
Alan Charlesworth, Nicholas Aneshansley, Mark Haakmeester, Dan Drogichen, Gary Gilbert, Ricki Williams, Andrew Phelps
November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**
Full text available: pdf(273.52 KB) Additional Information: full citation, abstract, references, citings

The Starfire interconnect extends the envelope of Unix symmetric multiprocessor (SMP) systems in several dimensions. **Interconnect:** an active centerplane with four address routers and a 16x16 data crossbar provides 64 UltraSPARC processors with uniform memory access at a bandwidth of 10,667 MBps. **Flexibility:** Starfire can be dynamically reconfigured into multiple hardware-protected operating system domains. **Robustness:** Failing boards can be hot swapped without interrupting sy ...

Keywords: SMP, UMA, bandwidth, domains, interconnect, latency, partitions

3 The Cutting Edge: LiS: Linux STREAMS
Fransisco Ballesteros, Dennis Froschauer, David Grothe
May 1999 **Linux Journal**
Full text available: html(19.29 KB) Additional Information: full citation, references, index terms

4 PAcceptor and SConnector frameworks: combining concurrency and communication
Raman Kannan
March 2000 **ACM Computing Surveys (CSUR)**
Full text available: pdf(53.18 KB) Additional Information: full citation, references, index terms

5 Xunet 2: lessons from an early wide-area ATM testbed
Charles R. Kalmanek, Srinivasan Keshav, William T. Marshall, Samuel P. Morgan, Robert C.

Restrick
February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1
Full text available: pdf(231.69 KB) Additional Information: full citation, references, index terms

Keywords: asynchronous transfer mode, available bit rate, constant bit rate, variable bit rate

6 Energy-performance trade-offs for spatial access methods on memory-resident data
Ning An, Sudhanva Gurumurthi, Anand Sivasubramaniam, Narayanan Vijaykrishnan, Mahmut Kandemir, Mary Jane Irwin
November 2002 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 11 Issue 3
Full text available: pdf(641.55 KB) Additional Information: full citation, abstract, index terms

The proliferation of mobile and pervasive computing devices has brought energy constraints into the limelight. Energy-conscious design is important at all levels of system architecture, and the software has a key role to play in conserving battery energy on these devices. With the increasing popularity of spatial database applications, and their anticipated deployment on mobile devices (such as road atlases and GPS-based applications), it is critical to examine the energy implications of spatial ...

Keywords: Energy optimization, Multidimensional indexing, Resource-constrained computing, Spatial data

7 Adaptive Cache Compression for High-Performance Processors
March 2004 **ACM SIGARCH Computer Architecture News , Proceedings of the 31st annual international symposium on Computer architecture**, Volume 32 Issue 2
Full text available: pdf(179.58 KB) Additional Information: full citation, abstract

Modern processors use two or more levels ofcache memories to bridge the rising disparity betweenprocessor and memory speeds. Compression canimprove cache performance by increasing effectivecache capacity and eliminating misses. However,decompressing cache lines also increases cache accesslatency, potentially degrading performance.In this paper, we develop an adaptive policy thatdynamically adapts to the costs and benefits of cachecompression. We propose a two-level cache hierarchywhere the L1 ca ...

8 Creat
Nick Bailey
May 1999 **Linux Journal**
Full text available: html(18.95 KB) Additional Information: full citation, abstract, index terms

An Embedded Systems Project: CREAT is a tool set for teaching embedded systems. In designing it, Mr. Bailey wanted it to be useful for real problems, cheap enough to build on the pittance which is an undergraduate's project budget, and totally open<

9 A RTP to HTTP video gateway
Mathias Johanson
April 2001 **Proceedings of the tenth international conference on World Wide Web**
Full text available: pdf(190.36 KB) Additional Information: full citation, references, index terms

Keywords: HTTP, RTP, multicast, multimedia gateways, video

10 Fast and flexible application-level networking on exokernel systems
Gregory R. Ganger, Dawson R. Engler, M. Frans Kaashoek, Héctor M. Briceño, Russell Hunt, Thomas Pinckney
February 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 1

Full text available: pdf(500.67 KB) Additional Information: full citation, abstract, references, citings, index terms

Application-level networking is a promising software organization for improving performance and functionality for important network services. The Xok/ExOS exokernel system includes application-level support for standard network services, while at the same time allowing application writers to specialize networking services. This paper describes how Xok/ExOS's kernel mechanisms and library operating system organization achieve this flexibility, and retrospectively shares our experiences an ...

Keywords: Extensible systems, OS structure, fast servers, network services

11 TCL/TK networking for your introduction to computer science class
Peter C. Isaacson
October 2000 **Journal of Computing Sciences in Colleges**, Volume 16 Issue 1

Full text available: pdf(128.16 KB) Additional Information: full citation, references, citings, index terms

12 SEDA: an architecture for well-conditioned, scalable internet services
Matt Welsh, David Culler, Eric Brewer
October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles**, Volume 35 Issue 5

Full text available: pdf(1.51 MB) Additional Information: full citation, abstract, references, citings, index terms

We propose a new design for highly concurrent Internet services, which we call the *staged event-driven architecture* (SEDA). SEDA is intended to support massive concurrency demands and simplify the construction of well-conditioned services. In SEDA, applications consist of a network of event-driven *stages* connected by explicit *queues*. This architecture allows services to be well-conditioned to load, preventing resources from being overcommitted when demand exceeds service cap ...

13 Advocating a remote socket architecture for internet access using wireless LANs
M. Schläger, B. Rathke, A. Wolisz, S. Bodenstein
January 2001 **Mobile Networks and Applications**, Volume 6 Issue 1

Full text available: pdf(490.10 KB) Additional Information: full citation, references, index terms, review

Keywords: TCP, internet access, measurement, performance, socket-interface, wireless LAN

14 Performance interactions between P-HTTP and TCP implementations
John Heidemann
April 1997 **ACM SIGCOMM Computer Communication Review**, Volume 27 Issue 2

Full text available: pdf(750.42 KB) Additional Information: full citation, abstract, citings, index terms

This document describes several performance problems resulting from interactions between implementations of persistent-HTTP (P-HTTP) and TCP. Two of these problems tie P-HTTP performance to TCP delayed-acknowledgments, thus adding up to 200ms to each P-HTTP transaction. A third results in multiple slow-starts per TCP connection. Unresolved, these problems result in P-HTTP transactions which are 14 times slower than standard HTTP and

20 times slower than potential P-HTTP over a 10 Mb/s Ethernet. ...

15 Promises and reality: Server I/O networks past, present, and future
Renato John Recio
August 2003 **Proceedings of the ACM SIGCOMM workshop on Network-I/O convergence: experience, lessons, implications**
Full text available: pdf(225.62 KB) Additional Information: full citation, abstract, references, index terms

Enterprise and technical customers place a diverse set of requirements on server I/O networks. In the past, no single network type has been able to satisfy all of these requirements. As a result several fabric types evolved and several interconnects emerged to satisfy a subset of the requirements. Recently several technologies have emerged that enable a single interconnect to be used as more than one fabric type. This paper will describe the requirements customers place on server I/O networks; t ...

Keywords: 10 GigE, Cluster, Cluster Networks, Gigabit Ethernet, I/O Expansion Network, IOEN, InfiniBand, LAN, PCI, PCI Express, RDMA, RNIC, SAN, Socket Extensions, TOE, iONIC, iSCSI, iSER

16 Performance issues in WWW servers
Erich Nahum, Tsipora Barzilai, Dilip D. Kandlur
February 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 1
Full text available: pdf(199.21 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper evaluates techniques for improving operating system and network protocol software support for high-performance World Wide Web servers. We study approaches in three categories: i.e., new socket functions, per-byte optimizations, and per-connection optimizations. We examine two proposed socket functions, i.e., acceptex( ) and send_file ( ), comparing send_file( )'s effectiveness with a combination of mmap( ) and writev( ). We show how send_file( ) provides the necessary semantic support ...

Keywords: HTTP, TCP, network server, performance

17 Network performance effects of HTTP/1.1, CSS1, and PNG
Henrik Frystyk Nielsen, James Gettys, Anselm Baird-Smith, Eric Prud'hommeaux, Håkon Wium Lie, Chris Lilley
October 1997 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 27 Issue 4
Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe our investigation of the effect of persistent connections, pipelining and link level document compression on our client and server HTTP implementations. A simple test setup is used to verify HTTP/1.1's design and understand HTTP/1.1 implementation strategies. We present TCP and real time performance data between the libwww robot [27] and both the W3C's Jigsaw [28] and Apache [29] HTTP servers using HTTP/1.0, HTTP/1.1 with persistent connections, HTTP/1.1 with pipelined requests, and ...

18 Secure networks: Shield: vulnerability-driven network filters for preventing known vulnerability exploits
Helen J. Wang, Chuanxiong Guo, Daniel R. Simon, Alf Zugenmaier
August 2004 **Proceedings of the 2004 conference on Applications, technologies, architectures, and protocols for computer communications**
Full text available: pdf(242.89 KB) Additional Information: full citation, abstract, references, index terms

Software patching has not been effective as a first-line defense against large-scale worm

attacks, even when patches have long been available for their corresponding vulnerabilities. Generally, people have been reluctant to patch their systems immediately, because patches are perceived to be unreliable and disruptive to apply. To address this problem, we propose a first-line worm defense in the network stack, using *shields* -- vulnerability-specific, exploit-generic network filters install ...

Keywords: generic protocol analyzer, network filter, patching, vulnerability signature, worm defense

19 Requirements for and evaluation of RMI protocols for scientific computing

Madhusudhan Govindaraju, Aleksander Slominski, Venkatesh Choppella, Randall Bramley, Dennis Gannon

November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available: pdf(306.83 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Distributed software component architectures provide a promising approach to the problem of building large scale, scientific Grid applications. Communication in these component architectures is based on Remote Method Invocation (RMI) protocols that allow one software component to invoke the functionality of another. Examples include Java remote method invocation (Java RMI) and the new Simple Object Access Protocol (SOAP). SOAP has the advantage that many programming languages and component ...

Keywords: Distributed computing, software component systems, communicationprotocols, RMI,Java, SOAP

20 TCP for high performance in hybrid fiber coaxial broad-band access networks

Reuven Cohen, Srinivas Ramanathan

February 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 1

Full text available: pdf(281.88 KB) Additional Information: full citation, references, index terms

Keywords: TCP performance, broad-band access, hybrid fiber coaxial networks, residential data services

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